

Class & Level		Name	Age	Height	Weight
Race	Hair	Eyes	Skin		
Background	Alignment	Experience Points	Player Name		

AC Initiative Speed

Hit Points Maximum
Temporary

Hit Dice

Inspiration

Conditions & Resistances

Proficiency Bonus Passive Wisdom

Spell Attack Bonus Spell Save DC

Attacks & Spellcasting

Name	To Hit	Damage	Type

Death Saves

Attunements

Personality Traits

Ideals

Bonds

Flaws

- Skills
- Acrobatics
 - Animal Handling
 - Arcana
 - Athletics
 - Deception
 - History
 - Insight
 - Intimidation
 - Investigation
 - Medicine
 - Nature
 - Perception
 - Performance
 - Persuasion
 - Religion
 - Stealth
 - Survival

Equipment

Weight Ammo

Current Bonus Resources Maximum

Proficiencies

Armor	Weapons
<input type="checkbox"/> Light	<input type="checkbox"/> Simple
<input type="checkbox"/> Medium	<input type="checkbox"/> Martial
<input type="checkbox"/> Heavy	<input type="checkbox"/> Shields

Other Proficiencies & Languages

Features & Traits